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Ages 8+, 30 Minutes, 2-4 Players.

*Once a year in the Realm of Fairy, the Kings and Queens gather their armies and host a Grand Tournament!*

*Many battles will be fought on the tourney field and many of the fairies, both lesser and greater will have their chance to shine!*

*At every Grand Tourney, four humans are 'invited' to attend the games. Since the Fairy have a soft spot for the foolish, these humans are dressed in fool's motley and let loose on the field of battle with the rest of the host.*

*Will the Fairy armies under your command triumph? Will your opponents place a human in your army to make you look the fool?*

#### **What is Fools?**

Fools! Is a fast paced and fun card game that can be played with 2-4 players in less than half an hour. Each player takes the part of a Fairy Lord who brings their vast host of fairies to a grand tourney.

Over the course of a day, many mock battles are fought in the Grand Tourney, giving individual fairies a chance to show their skills on the field of battle.

As a Fairy Lord, you will use all of your magic and power to fill your armies with the most powerful fairies. If you sometimes slip a poor little sprite (or even a fool) into your opponents army, or replace one of your brownies with a knight, well it's not cheating if it's magic! But be careful though, for the Fairy Queens, Kings and Champions will not stand for any trickery!

At the end of every battle, you will be presented with the three or four fairies in your army who were the bravest and most impressive. If your three fairies are more impressive than your opponents, you've scored a victory point! After all, it's not the actual battle that counts in the Realm of Fairy, it's the style and cunning it's fought with.

#### **Setting up the game.**

At the start of the game, before shuffling the deck, find all of the "Fool" cards. There should only be 1 "Fool" card in the deck for every person playing. Once you've removed any extra "Fool" cards, shuffle the remaining Fools into the 60 card deck. Determine who will be going first and you are ready to play!

### The Cards

Each card has a number in the upper left corner. This number is the Power number of that particular Fairy.

Four special cards allow you to use special abilities. These abilities can only be used if the card is played as a Standard Bearer (more on this below). In addition to these special powers, these four cards also have a Power number and can be used as standard cards in an army.

1. *Soothsayer* – Allows you to look at one of your own face down cards.
2. *Spy* - Allows you to look at one face down card of every opponent.
3. *Enchantress* - Allows you to remove one card from any opponent's army, without looking at it. That card is discarded.
4. *Crone* - Allows you to draw one extra card into your hand.

### Turns

Each turn represents one battle in the Grand Tourney. In this battle you will attempt to influence the outcome by allowing your more powerful fairies to steal the spotlight, while trying to sneak in a less powerful fairy or, worse, a human fool, into your opponent's army.

Each turn is divided into four phases. These are the *Draw*, *Play Standard Bearer (Optional)*, *Deploy* and *Battle* phases.

If at any time all of the cards in the deck have been used, shuffle the discard pile which then becomes the new deck.

### Draw Phase

Starting with the first player, each player draws 3 cards and places them **face down** in front of them, without looking at them. These represent fairies in the battle that may distinguish themselves and will be called the "Army".

Once every player has their Army in place, each player then draws 3 cards into their hands, which they may look at. These cards are those fairies that the player has some magical influence over. The player can influence who shines and who fails by using these cards on themselves or other players.

The Queen, King and Champion of the Fairies are honorable and will not take part in any magical tricks. If you have any one or any combination of the Queen, King or Champion in your hand, you must discard your entire hand.

When you do this, you may then draw 2 cards. If you again have any of these cards in your hand, you must discard your entire hand and then draw 1 card. If you must discard your last card because of the Queen, King or Champion, you will play this battle with no cards in your hand.

If a player has received one of the four special cards, they may choose to use that card's ability in the next phase.

When every player has their army and their hands, move on to the Play Standard Bearer phase.

### **Play Standard Bearer Phase (Optional)**

Each player may choose one card from their hand, and play this as their Standard Bearer. This is the fairy that will lead their army into battle. All players may either select one card from their hand and play it face down above their army, or they may announce they will not play a Standard Bearer.

Once every player has played a Standard Bearer or decided that they will not play a Standard Bearer, each player flips over their Standard Bearer card.

If the Soothsayer, Spy, Enchantress or Crone are played as Standard Bearers, their special abilities may be used when the Standard Bearer cards are revealed. Use these abilities in turn order.

If the Fool is played as a Standard Bearer, each player (including the player who played the Fool) must discard their Standard Bearer cards. If more than one player has chosen the Fool as their Standard Bearers, each player who has chosen the Fool must replace one of their face down Army cards with their Fool card. They then discard the card taken from their Army.

### **Deploy Phase**

Starting with the first player and moving clockwise each player must replace one card in every other player's army with a card from their hand. Starting with the player on your left, chose one card from your hand and replace one card in that player's Army with your chosen card. You may not look at the Army cards before you replace one. Move on to the next player, going clockwise, until you're replaced one card in every player's Army.

Then proceeding clockwise, each player does the same. All players must do this unless they have no cards in their hand.

When every player has completed this, each player may then choose to replace one card in their own Army with one card from their own hand.

### **Battle Phase**

Here is where the Fairies get to shine. The Army in front of each player represents those Fairies who were able to distinguish themselves in battle. The player who's Fairies made the biggest impression will win!

All players discard any cards they have left in their hands. Then, each player turns over their Army cards so they are all face up. Players add up their Power points of their three army cards and if they have them, their Standard Bearer card.

### **Winning the Battle**

The winning player takes their Standard Bearer card, flips it over and places it off to the side. This represents their Victory Points. If the player does not have a Standard Bearer card, they must select another player's Standard Bearer. If there are no Standard Bearers on the field in this battle, the winning player selects one card from their army.

Discard all of the Army cards. The player to the left of the first player now becomes the first player and a new turn starts.

### **Ties**

If two or more player's Power ties for the highest at the end of a turn, each of those players has won this battle and follows the above instructions for Winning the Battle.

### **Winning the Game**

In a two player game, the first player to reach 5 victory points wins the game. In a 3 player game the first player to reach 4 victory points wins the game. In a 4 player game, the first player to reach 3 victory points wins the game. Victory Points are tracked by keeping captured Standard Bearer cards, as noted above.

### **Print and Play**

Print out the below cards (do not print them double sided) and sleeve them – you're ready to play Fools!







































